

WAL::Component

_entity

+ operator=()
+ ~Component()
+ clone()
+ onStart()
+ onStop()
Component()
Component()



BBM::AlphaVarShaderComponent

+ alpha
+ minAlpha
+ maxAlpha
+ initalStepValue
+ step
+ balance
+ clock

+ clone()
+ AlphaVarShaderComponent()
+ AlphaVarShaderComponent()
+ ~AlphaVarShaderComponent()
+ operator=()